Serious Fun™

NATSUME®

NATSUME INC.
1818 Gilbreth Road, Suite 229
Burlingame, CA 94010
Tel: (415) 692-1941

Distributed by

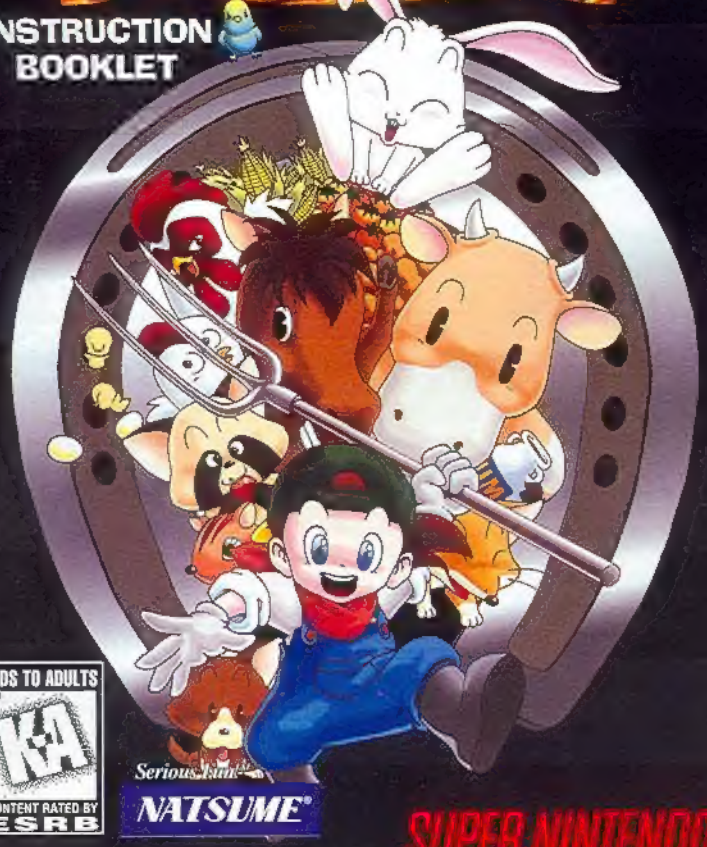
SVG DISTRIBUTION

Printed in Japan

SNS-AYWE-USA

HARVEST MOON™

INSTRUCTION BOOKLET



KIDS TO ADULTS
K-A
CONTENT RATED BY ESRB

Serious Fun™
NATSUME®

SUPER NINTENDO ENTERTAINMENT SYSTEM

Thank You for Purchasing
HARVEST MOON

CONTENTS

Controller Functions.....4
Getting Started.....5
The Life of a Farmer.....6
Your Farm.....8
Growing Vegetables.....10
Raising Cows and Chickens..12
Life Outside the Farm.....14
Annual Events.....16
Conditions of Farmer.....18
The Items.....20
Warranty.....23

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772.

Official Nintendo Seal of Quality

THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

Serious Fun™
NATSUME®
NATSUME INC.
1818 Gilbreth Road, Suite 229
Burlingame, CA 94010

Distributed by
SVG DISTRIBUTION

LICENSED BY
Nintendo

NINTENDO, SUPER NINTENDO ENTERTAINMENT SYSTEM AND THE OFFICIAL SEALS ARE REGISTERED TRADEMARKS OF NINTENDO OF AMERICA INC.
©1991 NINTENDO OF AMERICA INC.

HARVEST MOON™

You Have 2 1/2 Years To Turn Things Around

You bought the farm, so it's time to roll up your sleeves and try living off the fat of the land. Fresh air and the beauty of the outdoors will be fulfilling, but a successful farm needs a lot of working capital as well. There are buildings on your property, but they are in need of livestock. You have a modest house, but if things get lonely in the field, it's going to take an remodel to woo a female farming companion. Your challenge is to dig in and build your life as a farmer from the ground up. How you manage will determine the outcome, but remember, you always reap what you sow!

Controller Functions

A Button — The A Button is used to select a command, hold Items, speak to people, search for Items, ride the horse and pet the dog.

B Button — The B Button is used to cancel a command, to dash and to jump.

X Button — You may carry up to two Items at a time. Use the X Button to switch between the two Items.

Y Button — Press the Y Button to use Items and Tools. Remember that you must have enough stamina to use the tools.

Select Button — Press the Select Button to view the Items in your inventory, the amount of money you have and the date.

Start Button — Use only on the Demo screen to enter the Title screen.

L Button — Press the L Button to call your dog.

R Button — Press the R Button to call your horse.

Getting Started

Place the Harvest Moon game pak into your Super Nintendo Entertainment System and turn on the power. After the opening screens, you will be able to select one of the following options.

New Game

When you choose New Game, you will be able to enter your name and start farming right away.

Continue

Choose Continue to return to a previously saved game.

Save Game

Every evening, before you go to bed, you will have the option of saving the day's progress.

Demonstration

Choose Demonstration mode to watch a game in progress. Perhaps you can pick up some helpful farming tips.

The Life of a Farmer

Away from the hustle and bustle of big city life, you can enjoy the fresh air and beautiful scenery while making your living from the fruits of the earth. All of this sounds great, but how does one get started?

Establishing Yourself

Town

Visit the town often to buy and sell items. Be sure to talk to everyone you meet, as they may have useful information for you.

Farm

A Farmer needs to prepare the fields, grow grass and vegetables, and take care of the livestock.

Mountain

Mountains are a part of a Farmer's life. They provide fruits, fish, a hot spring and certain items.

Earning Money

In the Spring, sell your vegetables and the fruits from the mountains. In the Winter, you'll have milk and eggs to sell.

Expanding Your House and Farm

Once you've earned enough money, you may choose to make your vegetable and grass fields larger, add a room to your home or to buy more livestock. Which path will your life take?

The Bachelor Farmer

Get Married

Have Baby

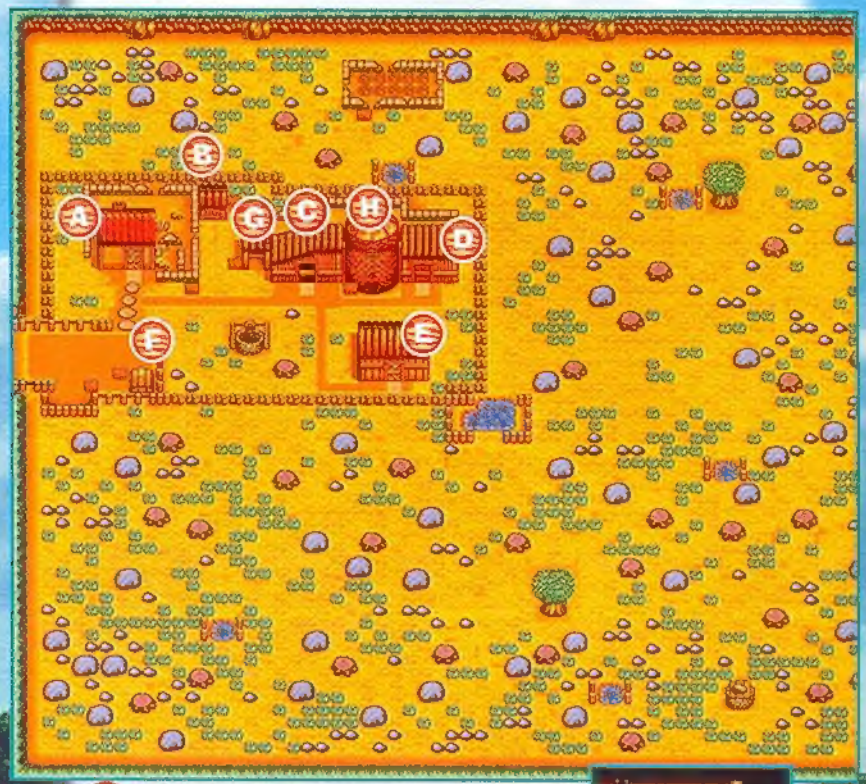
Happy Family

2 1/2 Years Later

The End?

Your Farm

Below is an overview of your land as it looks in the beginning. It is up to you to clear away the stumps and boulders. Prepare your fields and plant crops. This hard work is what a farmer's life is all about!?



A HOUSE

Here, you check the weather, the amount of money you have, and the list of the farm's assets. Save your progress each night by writing in the journal. If you don't expand your house, you will not be able to get married and have a baby later on.

B WOOD STORAGE

When you break up the stumps in the field for your planting areas, the wood will automatically end up here. Use the wood for building fences and expanding your house.

H SILO

When you harvest your grass crops, the grass will automatically go to the Silo for storage. Make sure you have enough grass stored for your livestock to last through the winter months.

C COW BARN

The Cow Barn has enough feeding troughs for 12 cows. The red boxes are for the milk you collect, and the lower right area is where the pregnant cows stay until their babies are born.

D CHICKEN COOP

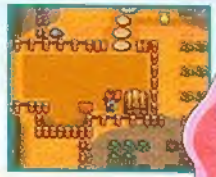
The Chicken Coop has enough space for 12 chickens. The red boxes are for the eggs you want to sell. Place an egg in the lower right corner if you want to hatch a baby chick.

E STORAGE SHED

Keep important items such as your tools and seeds in the Storage Shed. Amateur farmers can refer to the Notebook for helpful tips on using the tools.

E LOADING AREA

Place produce in the big box, and the buyer will pick them up every evening at 5:00 PM. Place animals you wish to sell in the pen, but only after talking to the livestock buyer in town.



G HORSE STABLE

At first, you won't have a horse for your stable. If you want a horse, go to the mountains in the first winter and you may find one on the path.

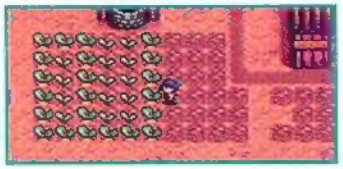
Growing Vegetables

One way to start a successful farm is to grow vegetables. They grow in the Spring and Summer, and each season lasts for 30 days.

3 x 3 9 Areas

When sowing your seeds, you will find that each throw of the seeds will cover an area of three by three blocks. Keep this in mind when using the tools for preparing the soil for planting. If you throw seeds onto an block of soil that has not been prepared properly, nothing will grow there.

You can experiment with different patterns to see which works best for planting and watering.



If you can't reach a certain block, you will not be able to water the produce in that block and nothing will grow.

Watering Can/Sprinkler

You will be able to water the space immediately in front of you, one block at a time with the Watering Can.

Like the seeds, the Sprinkler can reach the area of three by three blocks.

Turnips

The Turnips are easy to grow because it takes only five days from planting to harvesting. If you start the first crop in early Spring, you can plant and harvest up to five crops of Turnips.

Potatoes

Start planting your potatoes in the Spring. Potatoes take a little longer to grow than turnips, but because of this, you will be able to charge more for them. They are a hearty vegetable, and if you get busy and forget to harvest them, they won't rot.

Tomatoes

Tomatoes can be planted in the Summer. They take 10 days to grow after you first plant them. Once you've harvested a crop of tomatoes, keep watering, and three days later, you'll be able to harvest a second crop!

Corn

Corn is also a summer crop. Corn takes 13 days to grow—the longest of all your vegetables. Like the tomatoes, though, you'll be able to get a second harvest if you keep watering after the first one.

Grass

Plant grass in the Spring and Summer and store enough for the Winter. The first harvest will be ready in 10 days, and then a new crop will grow every 9 days without reseeding or watering. When the grass fields are covered with snow in the Winter, they will grow again in the Spring.

Raising Cows and Chickens

In the beginning, grow vegetables and sell them until you have enough money to buy your first cow and chicken. Not only are your animals a great monetary investment, but they also require a great personal investment of time and energy.

Animals Need Your Attention

To yield the most milk from your cow, you must brush her and talk to her every day.

If your chickens are in good spirits, each chicken will lay an egg for you every day.

Don't forget man's best friend! Although he doesn't lay eggs, it's still important to pet your dog.

Why Can't I Buy A Cow?

The Livestock Dealer knows a lot about his business, and he won't sell a cow to an ill-prepared Farmer. Grow plenty of grass to feed the new addition, and the Dealer will be happy to sell you one of his cows.

Feeding

Providing enough food for your livestock all year round is a major responsibility. It is more economical to grow and store your own grass, but you can buy feed in town whenever necessary. Your dog, horse and baby chicks do not need to be fed, but never forget the others!

Place the grass in the chicken coop every day and your chickens will lay plenty of eggs.

Each cow requires one block of grass per day. Be sure to place food for a pregnant cow in her corner.

Let the cows go outside to the fertile grass fields to graze. Bring them inside when it rains, though, or they'll get sick.

Making Babies

You can buy livestock in the town, but it is expensive. Early on, sell vegetables and save enough to buy your first cow and chicken. After that, breed your own babies. A cow costs 5000G, but the Miracle Potion is only 4000G. A chicken costs 1000G, but hatching your own baby chick is free. A farmer's business isn't all about making a profit—you get a chance to witness the essence of nature!

After giving the Miracle Potion to the cow, put her in the corner until the baby calf comes. A cared-for calf will produce more milk.

Put an egg in the corner and three days later, a baby chick will hatch. In one week, it will be ready to lay eggs.

Life Outside The Farm

D Public Market

The Public Market is open every Sunday. You can sell your vegetables here and buy unusual items.

E Fortune-teller

Visit the Fortuneteller any weekday before 5 PM. She can give you information about the women in the town.

F Bar

The Bar is open for energy-recovering drinks Monday through Saturday after 5 PM.

A Mayor's House

The Mayor and his wife live here. You might like to get to know the Mayor's daughter, Maria.

B Church

Go to Church on Sundays to meet as many people as possible.

C Florist

Here you will find the Watering Can, Seeds and flowers. The Florist is open weekdays until 5 PM.

G Restaurant

Any weekday before 5 PM, you can buy a Cake or visit with Ellen, the owner's daughter.

H Grocery Shop

You can buy a Milker or Brush for your cows here, or visit with the owner's creative daughter, Ann.

I Livestock Store

On clear days, the Livestock Dealer will consider buying one of your animals. You can also buy feed and medicine here.

A Carpenter's House

Talk to the Master Carpenter on a weekday when you want to add a room to your house.

B Cave

Search the cave thoroughly for special Items after the earthquake hits.

C Angler

The Angler will lend you a rod so that you can catch your own fish to eat or sell.

D Hot Spring

Take a dip in the hot spring any time to recover your energy or to socialize.

E Summit

This area is especially beautiful at sunrise, and it is a good place to plant the Seed of Snow Flower and Magic Bean.

Gathering Seasonal Produce

The seasonal fruits and vegetables can be found in the mountains and are an especially valuable natural resource in the beginning when money is tight. Although they can be eaten, it is better to sell the fruits at the Public Market. The Wild Grapes can be found in the Spring. In the Summer, look for the Tropical Fruits. In the Fall, Mushrooms are in abundance, and in the Winter, look for Herbs in the Cave.

Annual Events

As a Farmer, life is tough and it requires a lot of hard work, so you deserve a break every once in a while!

23rd Day of Spring

The Flower Festival takes place on the 23rd day of Spring. Here, you can buy Items such as the Seed of Snow Flower and Perfume. You may choose to dance with one of the five eligible women in the town.

12th Day of Fall

The Harvest Festival takes place on the 12th day of Fall. All the people in the town gather to celebrate their farming successes. Be sure to bring some food item for the feast.

20th Day of Fall

On the 20th day of Fall, it's time for the Egg Festival and the Egg Hunt. As part of the contest, do as the Mayor says and you may receive a valuable prize.

10th Day of Winter

The 10th day of Winter brings a day especially for recognizing the efforts of hard-working farmers. If you have talked to the women of the town, they will present you with Cakes.

24th Day of Winter

On this day, you can choose where you'll take part in the Star Night Festival: the Church, the Town Square, the Summit, the Hot Spring or the Bar. You will see different sights depending on the location you choose.

1st Day of Spring

The first day of Spring is also the first day of the New Year. Everyone goes to the Summit to watch the beautiful sunrise and to pray for their good fortune for the coming year.

Other Happenings

Water Imp

Water Imp is a creature who lives in the fishing hole. If you throw back the first fish you catch, Water Imp may appear and give a Berry of Power Tree.

Earthquake

In the Winter of the first year, an earthquake will destroy the large boulder, and you will be able to explore a new area.

Lightning

During the Summer of the first year, lightning will destroy a tree and reveal an underground passage.

Magic Bean

A traveling salesman may offer you a Magic Bean for one of your cows. If you take it, plant it at the Summit and see what happens.

Hurricane

Summer is Hurricane season, so check the forecast often. At the first sign of a storm, bring the chickens inside or they'll blow away.

Super Tools

The Dwarf, the Goddess of Spring and the Carpenter will present you with these powerful tools some time during the game.

Marriage

If you decide to get married, talk to the women in the town and give gifts to the ones you like. The Fortuneteller has advice for you, too.

Conditions of Farmer

At the beginning, your maximum capacity is set at 100 energy points. As you work, you will consume these energy points. Although a meter is not shown on the screen, you need to monitor how each hit of the Y Button affects your energy reserve. When you become weak and tired, there are ways to recover your strength. There is also a way to increase your maximum capacity from 100 energy points possibly to 200 points.

Getting A Fresh Start

Watch your Farmer's appearance and behavior because he will periodically let you know the level of energy consumption.

He will let out a big sigh after using 3/4 of the capacity.

You will start your day at 100% of the capacity. Your Farmer looks fine.

With only a few energy points left, he will drop down to his knees.

After consuming a half of the capacity, he is sweating.

When you spend all energy points in your capacity, he will collapse.

Work Consumes Energy Points

You can handle light work like weeding by using the A Button and save the energy points. However, you must use the Y Button when you get to the real work. When planting seeds, each press of the Y Button uses 1 point. Using the tools such as the Hammer and Sickle takes 2 points and later 3 points when they become the Super Tools. The Sprinkler also uses 3 points.

Conserving Energy

When breaking up a stump or boulder in your field, keep hitting it with your tool until it breaks. Don't walk away too soon, as it will take more time and energy to do a little at a time.

How Do I Recover My Energy?

There are two ways to recover your strength. One way is to eat food and the other is to bathe in the Hot Spring.

Precious Food

You will find many things in the mountain which are eatable and give you various energy points. The chart shows the energy points you will recover when you eat each item.

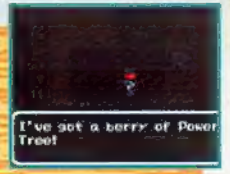
Wild Grapes	Tropical Fruits	Mush-rooms	Berry of Fullmoon Plant	Cake	Fish
10	10	10	50	50	10

A Soothing Swim

The Hot Spring is a quick way to recover a lot of energy points. You can take a refreshing dip any time and in any weather. Each dip will recover 24 energy points. Both food and the Hot Spring can recover energy points only up to your maximum capacity you have at that time.

Can I Increase the Maximum Capacity?

Eating a Berry of Power Tree will increase the maximum capacity by 10 points. If you are lucky, you will find ten Berries during the course of the game. You will know how many Berries you have eaten by counting the number of blooming flowers in the back yard.



Items

Hammer
Yours from the start, use it to break up boulders and old fencing.

Sickle
Also yours from the start, use the Sickle to cut the Hay.

Axe
Use the Axe to break up the stumps in your fields.

Watering Can
The Watering Can is a gift from the owner of the Flower Shop.

Hoe
Use the Hoe to till your soil one block at a time.

Sprinkler
The Sprinkler costs 2000G at the Flower Shop, and covers a larger area.

Bell
Use the Bell to gather your herd or cows.

Brush
The Brush costs 800G, but brushed cows are happy cows.

Paint
The Paint for the walls of your house costs 1000G.

Milker
The Milker is an expensive yet necessary investment at 1800G.

Feed for Cows
If you run out of grass, you can buy 12 blocks of Cow Feed for 1000G.

Feed for Chickens
12 blocks of Chicken Feed costs 800G.

Medicine for Cows
The cow's Medicine is 1000G, but it's worth it if one is sick.

Miracle Potion
At 4000G, breeding your own cow with the Miracle Potion is cheaper than buying an adult.

Super Hoe
This gift from the Dwarf allows you to prepare six blocks of soil at a time.

Super Axe
This gift from the Goddess of Spring makes it much easier to break up stumps.

Super Sickle
You can cut nine blocks of hay at a time with this gift from the Dwarf.

Super Hammer
This gift from the Carpenter allows you to break boulders with one hit.

Selling Items

Turnips
Turnips sell for 60G. They grow fast but only yield one crop per planting.

Potatoes
Potatoes sell for 80G. They take a little longer to grow than Turnips.

Tomatoes
100G is the price for Tomatoes. They grow slowly, but yield multiple crops.

Corn
Corn takes the longest to grow, but sell for a handsome price of 120G.

Fish
Each Fish you catch in the pond will bring 200G at the Market.

Wild Grapes
In the Spring, gather Wild Grapes in the mountains for a fast 150G.

Tropical Fruits
Tropical Fruits are found in the Summer in the mountains and sell for 150G.

Mushrooms
Mushrooms grow in the Fall in the mountains and sell for 150G as well.

Poisonous Mushrooms
Don't eat the Poisonous Mushrooms! Sell them for 200G instead.

Chicken
If you have too many Chickens, you can sell one for 500G.

Cow
The price a cow fetches depends on how well you take care of it.

Eggs
If you feed your chickens every day, you'll have eggs to sell for 50G each.

Milk
A happy cow will produce a large amount of milk, and will get you up to 350G.

Berry of Fullmoon Plant
You could eat the Berry of Fullmoon Plant, give it as a gift, or sell it for 600G.

Herbs
The Herbs found at the back of the Cave can be sold for 200G.

Seeds

All of the seeds for planting may be purchased at the Flower Shop. Each bag will cover an area of three by three blocks.

Turnip
Turnip Seeds are in the White Bag and cost 200G.

Potato
Potato Seeds are in the brown bag and cost 200G.

Tomato
Tomato Seeds are in the red bag and are slightly more expensive at 300G.

Corn
Corn Seeds are in the yellow bag and cost 300G.

Grass
Grass Seeds are the most expensive at 500G. They come in the green bag.

Special Items

Flower
Buy this gift for 1000G and give it to the woman who likes the scent of roses.

Red Perfume
Buy this gift for 1000G and give it to the woman who likes the scent of roses.

Green Perfume
The woman in the town who likes lilacs will love this 1000G gift.

Blue Perfume
100G isn't a lot to spend on the woman who likes the scent of violets.

Blue Feather of Happiness
Buy this at the Public Market for 1000G if you plan on proposing marriage.

Seed of Snow Flower
These special seeds cost 2000G and should be planted at the Summit.

Cake
Cakes cost 500G each and may be eaten or given as a gift.

Magic Bean
This is yours from the traveling salesman in exchange for a cow.

Rice Ball
Buy a energy-recovering Rice Ball at the Harvest Festival for 200G.

Dumpling
For a little less money, choose a Dumpling for 150G.

Berry of Power Tree
This berry increases your maximum energy capacity by 10 points.

Warranty

Natsume Inc. warrants to the original purchaser of this Natsume product that this game pak is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchases. This Natsume product is sold "as is" without expressed or implied warranty of any kind, and natsume is not liable for any losses or damages of any kind resulting from the use of this product. If a defect covered by this warranty occurs during this 90-day warranty period, Natsume will repair or replace the game pak, at its option, free of charge. Send product postage paid, along with dated proof of purchase, to the address shown below.

This warranty shall not be applicable and shall be void if the defect in the natsume product has arises through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE NATSUME. ANY IMPLIED WARRANTIES APPLICABLE TO THIS PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL NATSUME BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS PRODUCT.

Some states do not allow limitations as to how long on implied warranty lasts and/or exclusions of limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Serious Fun™

NATSUME®

NATSUME INC.
1818 Gilbreth Road, Suite 229
Burlingame, CA 94010
Tel: (415) 692-1941